

FIREFLEET

32K Cassette/Disk

LOADING:

Cassette: Empty cartridge slot. Switch computer on whilst holding the start button down. Press play and then press **RETURN**.

Disk: Empty Cartridge slot. Switch computer on.
Disk will boot automatically.

TO BEGIN: FIREFLEET is a one player game using joystick port 1. Press start to begin play at any time.

Description

FIREFLEET combines superb vertical scrolling with an amazing array of incredible colour graphics, enemy tanks and cannon, deadly forcefields and seemingly impenetrable canyons! Your unenviable task is to pilot your **FIREFLEET** cruiser through 34 screens of danger, hazards and perils. **FIREFLEET** is divided into four equal sectors, each featuring a differing level of play. Your cruiser is joystick controlled in any one of 8 different directions, with response to movement fast and precise.

FIRST SECTOR: In the first sector, the enemy have heavy firepower, but the cannons are mostly unshielded. You have plenty of room to manoeuvre!

SECOND SECTOR: Here enemy tanks block your path making survival really difficult. The passage at the end provides the ultimate test – how do you continue with an apparent lack of space!!!???

THIRD SECTOR: The hardest of them all – forcefields surrounded by tanks and cannon, with most of them shielded from your cruiser's missiles. Forcefields that cannot be destroyed...

FOURTH SECTOR: So...you have made it this far! Well, indestructable tanks and dead ends may prevent you yet from completing your mission.

ENGLISH SOFTWARE would not dream of giving you such an incredible game to play without giving you a few hints for survival. So here they are:

FIREFLEET STRATEGY: You require a great deal of coordination, especially in the third sector.

In the first sector there are few shielded cannon, so take the easiest path! In the second sector, accuracy and determination will be needed, so watch out. In the third and fourth sectors, the dead ends will fool you into thinking you are safe!

SCORING: Extra **FIREFLEET** cruisers are awarded every 10,000 points, up to a maximum of 9 ships.

A final hint on succeeding is to remember that oversteering will only destroy your cruiser, so be careful and accurate and the canyons in **FIREFLEET** will continue to unfold before you!



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